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Please amend the claims to read as follows:

- 1 1. (original) In a computer controlled user interactive
2 display system, a display interface implementation for
3 directing a user's attention to specific selectable items on
4 a display screen with crowded selectable items comprising;
5 user controlled means for moving an on-screen pointer
6 to approach said selectable items; and
7 means for highlighting all items in any set of a plu-
8 rality of said items wherein each item in the set is within
9 a predetermined distance of said approaching pointer.
- 1 2. (original) The computer controlled user interactive
2 display system of claim 1 wherein said selectable items are
3 icons.
- 1 3. (currently amended) The computer controlled user interac-
2 tive display system of claim 2 further including means for
3 ending said highlighting of each of ~~said~~ any highlighted
4 icons when the pointer moves outside of said predetermined
5 distance
6 for said icon.
- 1 4. (currently amended) The computer controlled user interac-
2 tive display system of claim 2 further including means for
3 ending said highlighting of each of ~~said~~ any highlighted
4 icons after a predetermined period of time.
- 1 5. (original) The computer controlled user interactive
2 display system of claim 2 wherein said means for highlight-
3 ing sequentially highlight each icon in said set.

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1 6. (original) The computer controlled user interactive
2 display system of claim 2:

3 wherein said means for sequentially highlighting said
4 set of icons highlight each icon in the set for a defined
5 period of time; and

6 further including means for enabling the user selection
7 of each sequentially highlighted item during said period of
8 time.

1 7. (original) The computer controlled user interactive
2 display system of claim 6 wherein the icons in said set
3 overlap each other.

1 8. (original) A method for directing a user's attention to
2 specific selectable items on a display screen with crowded
3 selectable items in computer controlled user interactive
4 display systems comprising:

5 moving an on-screen pointer to approach said selectable
6 items; and

7 highlighting all items in any set of a plurality of
8 said items wherein each item in the set is within a prede-
9 termined distance of said approaching pointer.

1 9. (original) The method of claim 8 wherein said selectable
2 items are icons.

1 10. (currently amended) The method of claim 9 further in-
2 cluding the step of ending said highlighting of each of ~~said~~
3 any highlighted icons when the pointer is moved outside of
4 said predetermined distance for said icon.

1 11. (currently amended) The method of claim 9 further in-
2 cluding the step of ending said highlighting of each of any
3 ~~said~~ highlighted icons after a predetermined period of time.

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1 12. (original) The method of claim 9 wherein said step of
2 highlighting sequentially highlights each item in said set.

1 13. (original) The method of claim 9 wherein said step of
2 sequentially highlighting said set of icons highlight each
3 icon in the set for a defined period of time; and
4 further including the step of enabling the user selec-
5 tion of each sequentially highlighted item during said
6 period of time.

1 14. (original) The method of claim 13 wherein the icons in
2 said set overlap each other.

1 15. (original) A computer program having program code in-
2 cluded on a computer readable medium for directing a user's
3 attention to specific selectable items on a display screen
4 with crowded selectable items in computer controlled user
5 interactive display systems comprising:
6 user controlled means for moving an on-screen pointer
7 to approach said selectable items; and
8 means for highlighting all items in any set of a plu-
9 rality of said items wherein each item in the set is within
10 a predetermined distance of said approaching pointer.

1 16. (original) The computer program of claim 15 wherein said
2 selectable items are icons.

1 17. (currently amended) The computer program of claim 16
2 further including means for ending said highlighting of each
3 of ~~said~~ any highlighted icons when the pointer moves outside
4 of said predetermined distance for said icon.

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1 18. (currently amended) The computer program of claim 16
2 further including means for ending said highlighting of each
3 of ~~said~~ any highlighted icons after a predetermined period
4 of time.

1 19. (original) The computer program of claim 16 wherein said
2 means for highlighting sequentially highlights each icon in
3 said set.

1 20. (original) The computer program of claim 16 wherein said
2 means for sequentially highlighting said set of icons
3 highlight each icon in the set for a defined period of time;
4 and

5 further including means enabling the user selection of
6 each sequentially highlighted item during said period of
7 time.

1 21. (original) The computer program of claim 20 wherein the
2 icons in said set overlap each other.

1 22. (original) In a computer controlled user interactive
2 display system, a display interface implementation for
3 directing a user's attention to specific selectable items on
4 a display screen with crowded selectable items comprising;
5 user controlled means for moving an on-screen pointer
6 to approach a cluster of said selectable items; and
7 means for sequentially highlighting each item in said
8 cluster when said approaching pointer is within a
9 predetermined distance from said cluster.

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1 23. (original) In a computer controlled user interactive
2 display system, a display interface implementation for
3 directing a user's attention to specific selectable items on
4 a display screen with crowded selectable items comprising:
5 user controlled means for moving an on-screen pointer
6 to approach a cluster of said selectable items;
7 means for determining whether the items in said cluster
8 have sufficient separation for said pointer to select
9 separate items in said cluster; and
10 means responsive to said determining means for
11 sequentially highlighting each item in said cluster when
12 there is insufficient separation.

1 24. (original) The computer controlled user interactive
2 display system of claim 23 wherein each item is activated
3 for selection when highlighted.

1 25. (original) A method for directing a user's attention to
2 specific selectable items on a display screen with crowded
3 selectable items in computer controlled user interactive
4 display systems comprising:
5 moving an on-screen pointer to approach a cluster of
6 said selectable items; and
7 sequentially highlighting each item in said cluster
8 when said approaching pointer is within a predetermined
9 distance from said cluster.

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- 1 26. (original) A method for directing a user's attention to
2 specific selectable items on a display screen with crowded
3 selectable items in computer controlled user interactive
4 display systems comprising:
5 moving an on-screen pointer to approach a cluster of
6 said selectable items;
7 determining whether the items in said cluster have
8 sufficient separation for said pointer to select separate
9 items in said cluster; and
10 sequentially highlighting each item in said cluster
11 responsive to a determination that there is insufficient
12 separation.
- 1 27. (original) The method of claim 26 wherein each item is
2 activated for selection when highlighted.
- 1 28. (original) A computer program having program code
2 included on a computer readable medium for directing a
3 user's attention to specific selectable items on a display
4 screen with crowded selectable items in computer controlled
5 user interactive display systems comprising:
6 user controlled means for moving an on-screen pointer
7 to approach a cluster of said selectable items; and
8 means for sequentially highlighting each item in said
9 cluster when said approaching pointer is within a
10 predetermined distance from said cluster.

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- 1 29. (original) A computer program having program code
2 included on a computer readable medium for directing a
3 user's attention to specific selectable items on a display
4 screen with crowded selectable items in computer controlled
5 user interactive display systems comprising:
6 user controlled means for moving an on-screen pointer
7 to approach a cluster of said selectable items;
8 means for determining whether the items in said cluster
9 have sufficient separation for said pointer to select
10 separate items in said cluster; and
11 means responsive to said determining means for
12 sequentially highlighting each item in said cluster when
13 there is insufficient separation.
- 1 30. (original) The computer program of claim 29 wherein each
2 item is activated for selection when highlighted.

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